



QRL
SOUTH EAST



QRLSOUTHEAST
OPERATIONS MANUAL
2024

Last updated: 7th February 2024

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PART 1 | GOVERNANCE & ADMINISTRATION

This **2024** Operations Manual supersedes all previous versions and is a reference for all persons involved in the day-to-day management, administration, coaching, participating, officiating, and spectating of all Rugby League Clubs affiliated with the Queensland Rugby League (**QRL**), South-East Queensland (**SEQ**) Region and each respective league; Rugby League Brisbane (**RLB**), Rugby League Gold Coast (**RLGC**) and Rugby League Ipswich (**RLI**). This includes.

Only the Board of Directors of their respective league can amend this document. The rules detailed in this document will be operative and enforced for all rulings and proceedings from the date of issue.

Reference Documents

The Rules of the Queensland Rugby Football League Limited (**QRL Rules**), as amended from time to time, provide the framework under which all Rugby League is administered within the State of Queensland.

The rules detailed within this operation manual are to supplement the QRL Rules and to ensure the common interpretation and consistent application across all Rugby League Clubs affiliated within the South-East Queensland Region. All QRLSE Local Leagues follow and support QRL Rules:

- ⊘ [QRL Rule Part 1 - Introduction, Definitions, and Interpretations.](#)
- ⊘ [QRL Rule Part 2 - Divisions](#)
- ⊘ [QRL Rule Part 3 - Local Leagues](#)
- ⊘ [QRL Rule Part 4 - Player and Coaches](#)
- ⊘ [QRL Rule Part 5 - Tribunal Guidelines](#)
- ⊘ [QRL Rule Part 6 - Advisory Committees](#)
- ⊘ [QRL Rule Part 7 - Miscellaneous Rugby League Football Matters](#)

Should any information within this document conflict or contradict any of the QRL Rules, then the QRL rule as documented within the Rules of the Queensland Rugby Football League Limited (as amended from time to time) will have precedence. Please notify in writing the RLB Area Manager (or nominee) of any such issues.

[Rules of the Queensland Rugby Football League Limited](#)
[Constitution of Rugby League Brisbane Limited](#)
[Corporate Governance - Rugby League Brisbane Limited](#)
[Constitution of Rugby League Gold Coast Limited](#)
[Corporate Governance - Rugby League Gold Coast Limited](#)
[Constitution of Rugby League Ipswich Limited](#)
[Corporate Governance - Rugby League Ipswich Limited](#)
[Working with Children \(Risk Management and Screening\) Act 2000](#)
[Blue Card Services](#)
[NRL Policies and Guidelines](#)
[NRL Laws of the Game - Community](#)
NRL Code of Conduct (coming soon)
[NRL On Field Policy](#)
[NRL Mixed Gender Policy](#)
[NRL Player Development Framework](#)
[Associations Incorporations Act 1981 \(Qld\)](#)
[NRL Facilities Guidelines \(May 2021\)](#)
[Community Rugby League Policy and Guidelines for the Management of Concussion \(Nov 23\).](#)

Local League Affiliation

Each club which desires to participate in the Game in any given Football Year must complete the QRL affiliation application by the dates specified and prior to fielding any team in a match during that Football Year.

Local Leagues have the right to refuse an affiliation application if the club has failed to meet its

financial commitments, and/or the club is in breach of any QRL or sub-ordinate rule and has failed to remedy that breach within a reasonable time following receipt of written notice of that breach from the Area Manager.

Female Nomination Criteria

All endorsed Female Clubs are the responsibility of each local league. Senior Women's do not need to be approved; however, any junior female teams/clubs must be endorsed by the local league.

To view the Female Club Approved Checklist. Criteria, [click here](#). Please note, each league may have different endorsement criteria.

Financial Reporting

All Clubs will submit quarterly financial reports to local league administration within 14 days of the end date of the quarter. These reports shall include a **profit and loss statement and a balance sheet** (noting all cash in bank accounts, accounts payable and accounts receivable balances are recorded).

The quarter financial dates are as follows:

- October 1st - December 31st
- January 1st - March 31st
- April 1st - June 30th
- July 1st - September 30th (end of year audited report)

Sale & Consumption of Liquor

The sale of alcohol shall comply with the Liquor Act 1992 (Old) and Guidelines for Liquor Licensees as administered by the Office of Liquor and Gaming Regulation. Designated licensed areas shall be marked.

All Clubs must comply with the QRL and Lion (XXXX) partnership requirements as set out in the [XXXX/Lions MEMO \(2023\)](#). If clubs are found to breach the requirements, the following penalties/fines will occur:

- ⊘ **1st offence** - Warning letter
- ⊘ **2nd offence** - \$500 fine
- ⊘ **3rd offence** - \$1000 fine and loss of competition points that constitute a win to all club teams.
- ⊘ *Continual breaches **COULD** result in loss of hosting rights for the club and/or withdrawal of teams from all competitions.

Heat Policy

For any match during any of the Competitions, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match;

All matches shall have compulsory drinks break as described below;

- Match Officials will call 1-minute "time-out" approximately halfway into each half to allow players to take a fluid break. Players will remain on the field and may only be tended to by the three (3) trainers listed. No coaching staff shall be permitted on the field;
- The NRL Sports Trainers' National Accreditation Scheme On-Field Policy will be relaxed so that all three (3) trainers may carry water;
- The half-time interval may be extended and shall be done so after consultation of both the match and team officials.

The implementation of the Heat Policy shall be at the sole discretion of the Ground Manager (or their nominee).

If in the event of severe heat conditions, and with the approval of the Area Manager (or nominee), the commencement of a match may be delayed.

QRL Abeyance Period

It is important to note that the QRL has an Abeyance Period for rugby league matches, trials and carnivals involving any Body which is affiliated with the QRL. **The Period will commence on the third weekend of October and finish after the second weekend of January inclusive.** It is stressed that if a QRL Affiliated Body or its players participate in a Rugby League event as outlined during the Abeyance Period it not only breaches QRL Policy but will also NOT be covered under the QRL Insurance Policy.

Trial Period

- Under 6 to Under 12's
 - No trials for Under 6 to Under 12 will be approved for sanctioning (including any historical events).
- Under 13's and above
 - Only two (2) trials will be approved per team within a four-week period.

PART 2 | OPERATIONS MANUAL

Venue Management

Field Equipment and Configuration

The playing field/s shall be marked and managed in accordance with the approved Rugby League Laws of the Game, International, Junior Rugby League Laws 6 -12 Years.

- ≡ [RUGBY LEAGUE LAWS OF THE GAME INTERNATIONAL LEVEL](#)
- ≡ [NRL JUNIOR RUGBY LEAGUE LAWS 6 -12 YEARS](#)

Corner posts, of a non-rigid material and not less than 1.25m high, shall be placed at the intersection of each touchline and goal line.

Goal posts pads shall be a maximum width and depth of 50cm.

All clubs are to use only QRL licensed footballs that display the current QRL logo for sanctioned matches.

Lighting Standards

- ≡ The following lighting standards are required for training and competition matches:
 - **Training:** 50 lux
 - **Competition:** 100 lux

Player Management

Participant Registration

- ≡ All players are required to be fully registered annually via MySideline.
- ≡ All On-Field Personal (Trainers) are required to be fully registered annually as a 'Trainer' via MySideline.
- ≡ All Managers and club volunteers are required to be fully registered annually as a 'Volunteer' via MySideline.

All registrations must be fully completed prior to any participation (training or matches). **Any club playing an unregistered participant (player, coach, trainer, manager, etc) will attract a fine as per the local league's schedule of fees and charges with the possibility of loss of competition points.**

Any club wishing to dual register players must, prior to playing any such player, submit a Portability Transfer Request through MySideline. This transfer must be fully completed before the player can play for the dual registering club.

In accordance with QRL Rule Part 4 - a person who has reached the age of forty (40) years or is reaching that age during a Football Year and desires to participate in a Game under these Rules must provide a medical certificate or report prior to participating in any Game, training session or carnival.

Player Eligibility

A player cannot play in a lower-level game if he/she has already played a game that is of a higher level in the same competition round or final round.

Defaulters

Clubs are responsible for collecting registration fees from players by 30 June of the Football Season and paying the required contribution to the League. Clubs shall not play any player who has not paid their registration fee for the Football Season. Any club who permits a player to play in matches when that player has not paid their registration fees will be deemed to have paid those fees on the player's behalf and shall carry the financial burden of the unpaid fees.

Competition Management

Junior & Senior Competition

Competitions will be classified as Junior (under 6 to under 18 years) and Senior (Under 19 and above) grade.

Guidelines for players in Under 6 to Under 12 Competitions inclusive are as follows:

- ⊘ Competition ladders and scores are not published.
- ⊘ No finals series.
- ⊘ No premiership trophies.
- ⊘ All teams play an equal number of games across the competition where possible.
- ⊘ Teams are structured in a fair and honest manner so that teams/players of similar ability play against each other as often as possible where clubs have more than one **(1)** team in the competition.
- ⊘ Teams are divided into "pools" rather than "Divisions" if applicable.

Nomination of Teams

- All team nominations are to be forwarded to the local league Administration a minimum of three (3) weeks prior to the scheduled commencement of competition rounds.

Recommended Minimum Players to Nominate a Team/s

For a club to nominate **1** team it should attain a minimum number of registered players:

- ⊘ Under 6 and Under 7 = 10 registered players
- ⊘ Under 8 and Under 9 = 12 registered players
- ⊘ Under 10 and Under 11 = 15 registered players
- ⊘ Under 12 to Under 18 = 17 registered players
- ⊘ Open's (Men's and Women's) = 19 registered players

Regrading / Withdrawal of Teams

Any regrading that may be required will only be undertaken with the express approval of the Area Manager (or Nominee).

Teams requesting to be **dropped down** a Division after **Round 4** will be ineligible to play finals in that lower Division should that request be approved. If the regrading is approved, all opposing teams in that Division will automatically receive competition points that constitute a win. A team **promoted** to a higher graded competition will take their premiership points only and not 'For' and 'Against' points. Team being promoted to a higher graded competition will be eligible to play finals.

In those instances, where a team is withdrawn from a competition before the end of a complete competition round, all premiership and 'For' and 'Against' points associated with the matches played by the team withdrawn will be nullified.

For teams being added to the competition a 'bye' must exist in the relevant competition.

- The team nomination fee must be paid before the team will be added to the competition.
- Team insurance must be paid before the team is added to the competition (Senior teams only).
- New teams added to the U13 - U18 age group competitions will start with zero points.
- Existing teams will be awarded competition points that constitute a win for each bye they had prior to the addition of the new team.

For teams (Juniors only) being withdrawn from the competition:

- A team withdrawal fee will be payable for each team withdrawn.
- Those clubs with multiple teams in a division seeking to withdraw a team will be required to withdraw the lowest graded team.
- Requests for regrading will be subject to the approval of the Area Manager (or Nominee)

Ground Managers & Duty Officials

Ground Managers are responsible for the off-field environment of matches, and the enforcement of the NRL National Code of Conduct including managing spectator behaviour (both home and visiting) at games and always ensuring the safety and wellbeing of everyone.

The Ground Manager must be accredited and have a minimum of 1x per international field. **Games will not commence without a host venue Ground Manager present and visible (wearing red vest).**

Both host and visiting teams are required to provide at least 1x Duty Official (who has reached the age of 18).

Game Day Management

To view the SEQ Game Day Process, click here: [SEQ Game Day Process.](#)

Game Times and Interchanges

Age Group	Game Duration	Interchanges	Players / team list
Mini League (Under 6 -9)	4 x 8-minute quarters, 1-minute break between quarters + 2-minute half time break	Unlimited	N/A
Mod League (Under 10-12)	2 x 20-minute halves, 5-minute half time break.	Unlimited	N/A
Junior International (U13-15)	2 x 30-minute halves, 10-minute half time break.	Div. 1 - 10 Interchanges Div. 2,3,4- Unlimited	19 players
Junior International (U16-18)	2 x 30-minute halves, 10-minute half time break.	Div 1 - 8 interchanges Div 2+- Unlimited	19 players
Junior Females (U13-17)	2 x 30-minute halves, 10-minute half time break.	Unlimited	19 players
Community Grade (U19+)	2 x 35-minute halves, 10-minute half time break.	Unlimited	19 players
Premier Colts (U19+)	2 x 35-minute halves, 10-minute half time break.	8 Interchanges	17 players
Premier Reserve Grade (U19+)	2 x 35-minute halves, 10-minute half time break.	8 Interchanges	17 players

Premier A-Grade (U19+)	2 x 40-minute halves, 10-minute half time break.	8 Interchanges	17 players
Masters (Over 35's)	2 x 25-minute halves, 10-minute half time break.	Unlimited	N/A
Community Women's Reserve Grade Women's	2 x 30-minute halves, 10-minute half time break.	Unlimited	19 players
Premier Women's	2 x 35-minute halves, 10-minute half time break.	Unlimited	19 players

* Time off during junior and community senior competition finals will be applied for injuries only, irrespective of the fact that the referee may indicate time off for player misconduct or any other reason.

** Time off will apply for all Premier Grade competitions as per signal by the referee.

Competition Points

Competition points shall be allocated during the competition season in the following manner:

- ⊃ A win shall be allocated two (2) competition points.
- ⊃ A draw shall be allocated one (1) competition points.
- ⊃ A loss shall be allocated zero (0) competition point.
- ⊃ A bye shall be allocated two (2) competition points.
- ⊃ A forfeit received will be classified as a 'win'.
- ⊃ A forfeit declared will be penalised 1 (-1) competition points.

Forfeits

Team Receiving Forfeit -A forfeit received will be classified as a 'win' and shall be allocated competition points that constitute a win, in addition to a 50-0 score (for/against) result.

Teams Declaring a Forfeit -A forfeit declared will be classified as a 'loss' and will be penalised one (-1) competition points, in addition to a 0-50 score (for/against) result.

Teams who forfeit for three (3) consecutive weeks or who reach a total of five (5) forfeits may receive additional fines from the local league. A letter will be issued to the club asking why the team should not be excluded from the remainder of the season.

Cancellation, Suspension, Postponement

Area Manager must be notified of all matches delayed, cancelled, or postponed. Clubs must agree on replaying the game within 2 weeks of postponement/delay/ cancellation **to the discretion of the Area Manager.**

If an arrangement in consultation with Area Manager cannot be decided between both clubs, the game will be declared a draw and 2 points awarded to both teams and 50 points for awarded to both teams.

Mercy Rule

All matches in the Under 13 to Under 18 competitions will have the option for the game to cease at the discretion of the coach of the losing team when there is a gap of fifty (50) points or more.

Whenever the 'Mercy Rule' results in a game finishing before the designated time this must be recorded on the match report. Enter as Disputed and add note "Mercy rule applied".

No other changes to the International Laws of the game should be made.

Scores entered into MySideline should reflect a fifty (50) point margin and be adjusted as necessary. Recommended suggestions for the coach of the dominant team to employ to avoid an early end to the match:

- ⊃ Reduce the number of the dominant team's players on the field.
- ⊃ Return possession of the football to the opposition.
- ⊃ Try players in different playing positions.

Finals Eligibility

- ⊃ To be eligible for any Finals Series match, a player must have **played three (3) or more Premiership fixture matches** in the current season for their club prior to the completion of the final round of fixtures as well as satisfying other applicable qualification rules. For the purposes of determining the number of games played during the season, only one (1) match in any fixture weekend will count; multiple matches in different grades on the same weekend will only count as one match. In this case, the lower grade match shall count in determining qualification.
- i. All players who have met the minimum match requirement will qualify to play in the Finals Series in the division and/or graded competition where they have played most of their matches.
- ii. If a player has participated in an equal amount of premierships competition matches in multiple levels of competitions, the player shall be deemed eligible for the lower level.

Injury Dispensation for Finals

Any player who sustains an injury during a competition game, must provide a medical certificate and/or upload injury via MySideline within 14 days of the injury and a medical clearance to obtain eligibility for any missed fixtures. This must be provided to the local Area Manager (or Nominee).

Golden Point (Finals Only)

1. If scores are equal at the conclusion of normal time, a 2-minute break will occur (and coin toss) prior to Golden Point/ Extra Time is played.
2. Remaining Interchange Cards to be handed to official and have 2x interchange cards returned for Golden Point/ Extra Time if applicable.
3. A period of Golden Point/ Extra Time of 5 minutes is to be played. If a point is scored, the game is to conclude.
4. If the score remains equal after the 5-minute extra time period, teams shall immediately change ends for kick-off. Play shall continue for an unlimited time basis until the first point/s have been scored to determine the winner of the match.
5. In such Golden Point/ Extra Time, the first scorer of any point or points (e.g., field goal, penalty goal or try) will immediately be declared the winner.

NRL On-Field Policy

All leagues within the SEQ Region adhere to the [NRL On-Field Policy](#). Local A-Grade competitions will strengthen the rules by implementing the below for LeagueSafe trainers:

- LeagueSafes in Men's A-Grade fixtures are allowed access to the playing field:
 - When facilitating an interchange of Players,
 - When a try has been scored,
 - During a time-out called by the Referee for an injury,
 - During a drop out,
 - On three (3) occasions per half to carry messages to individual Team members when their Team is in possession
 - Each LeagueSafe will be supplied with three (3) cards for each half. On each occasion LeagueSafes must hand a card to a Ground Manager or Interchange Official prior to entering the field of play. LeagueSafes must only enter the field of play after their Team gains possession of the football and leave the field at the completion of the 4th tackle, immediately returning to the Team bench area (i.e. running) without interfering with play or running behind the opposition Team's defensive line.
- LeagueSafe must return to their team's bench area as soon as possible after fulfilling their duties on field. Must not give general messages to the Team or otherwise assist in the task of coaching (save for the carrying of messages to individual Team members) while play is progressing
- A Coach cannot act in the role of both on-field safety person (i.e. LeagueSafe, Level 1 or Level 2) and Coach during the same game. One individual is required for each role.

Maximum Team Staff Allowed on Team Bench - may be individual by-Jaws.

- U7-12's Competitions: 6 team staff.
- U13's - U15's Competitions: 6 team staff.
- Open's Community Grade Competitions: 6 team staff.

- Premier Grade Competitions: 8 team staff.

*No injured players on the bench are allowed. Only Active players and named team staff on the match sheet are allowed to be situated in the team bench.

Junior Coach Positioning - Game Day

At all times, the coach must remain at the team bench. There are exemptions for Under 6 coaches and Under 7 coaches (up till Round 4). Coaches must remain at the team bench from Round 4 in Under 7 competition and above.

Senior Coach Positioning - Game Day

Coaches are permitted to view the match from the team's bench, or behind the goal posts. However, coaches are only allowed to coach only from the team bench (and not behind the goal posts). E.g., Messages must be provided from the team bench and not from behind the field. There must be always an accredited coach within the team bench.

Clearance Special Considerations

- Junior appeal for special circumstances fee is \$200.00 and must be paid prior to online application. If appeal is successful or participant takes up the option provided, \$100 will be refunded.
- Online application and any supporting documentation must be submitted via [Special Considerations form](#).

Tribunal

All QRL Affiliated competitions align with QRL Rules Part 5.

PART 3 I LOCAL BY-LAWS - RUGBY LEAGUE GOLD COAST

PLAYER POINTS INDEX SYSTEM (PPIS) GUIDELINES

- Any portability back from the QLD Cup to the local competition must be lodged no later than Friday 5 pm preceding the game on that weekend or the player is ineligible to play
- No transfer rules apply - the only consideration is the PPIS of 100 points per game, per team

PPIS INDEX SYSTEM	CRITERIA	POINTS
A	A player who has appeared in 20 or more games (combined) in the NRL or UK Super League within the last (5) years.	20
B	A player who has appeared in 4-19 (combined) in the NRL or UK Super League within the last (5) years.	15
C	A player who has appeared in more than 20 games (combined) in the QLD Cup or NSW Cup competitions within the last (5) years.	10
D	A player who has played in less than 4 games in the NRL or UK Super League within the last (5) years. OR A Player who has appeared in 4 to 19 games (combined) in the QLD Cup or NSW Cup competitions in the last 5 years. OR A player who has appeared in 40 or more (combined) games in the RLGC A Grade or equivalent competition i.e (NSWRL Ron Massey, District A Grade).	8
E	A player who has appeared in 31-39 games combined in the RLGC A Grade or equivalent competition i.e (NSWRL Ron Massey, District A Grade).	6
F	A player who has appeared in 15 or more HDC or Jersey Flegg competition games. OR A player who has in RLGC senior Vikings or equivalent representative side. OR A player who has played in 15-30 games (combined) games in the RLGC A Grade' or equivalent competitions.	4
G	A player that has appeared in less than 15 (combined) RLGC 'A'Grade or equivalent competition games. OR A player who has appeared in 1-14 games in the HDC, Mal Meninga or Jersey Flegg competitions.	2
H	All other players OR Junior player who has given 3 years of service to club from U13-u18	0

1. RLGC DLC teams are capped at 50 points per team per match.
2. For RLGC 'A-grade' teams, 17 players must be included per match - 13 players with 4 nominated reserves. If a team is unable to name 17 players, they must advise RLGC accordingly.
3. A team cannot name fewer players to remain under the points. When naming fewer than 17 players a club must leave a value of 2 points per missing player, i.e., if naming 16 players the total can be 98 points.
4. A RLGC district club that took place in the Grand Final for the preceding year can only sign up a maximum of three (3) 'A Grade' players from any other RLGC district club for the following year. An A-grade player is a player who has played three (3) or more games in 'A-grade' in the previous year.
5. No cap on player points for club total. e.g., clubs can have 300 points but only 150 points can be played on any given weekend in A Grade (100) and DLC (SO)
6. A one-point discount (up to a maximum of 5 points) per season for players who have previously played with the club. A player's history will only be assessed over the previous 10 years. N.B. That player must have played a minimum of three (3) games of that season to gain the discount.
7. Notwithstanding anything contained herein, a club junior shall be assessed as zero points for indexing purposes.
8. A player shall be entitled to a 2-point reduction to a maximum of 5 points for every year playing after the age of 33. (turning 34 that season)
9. A player will only have their playing history for the past five (5) seasons from the time of registration with a club considered for categorisation purposes (unless they have not played in the last 5 seasons or their continuity in the game has been disrupted by Covid cancelled competitions) registered with the club before competition cancellation.
10. Players are indexed at the highest category based on their playing history in the last 5 years.
11. A player must play not less than three (3) games of competition matches (in any one season) at any level to be correspondingly categorised at that level.
12. For categorisation purposes, a player need only take the field in a competition match for such to count as having played the whole competition match.
13. New players registering with a club will default to 50 points in the MySideline database until their player history has been submitted, reviewed, and quota allocated by the competition administrators.
14. No player can have a point value less than 0.
15. Points are not cumulative i.e., only one level per player.
16. All points are to be listed on the player's My Sideline profile.
17. A player's playing history will only be assessed from under 13s and above.
18. Players will be classified each season at the time they are registered to their club.
19. It is the responsibility of the club and player to ensure the assessment sheet is properly completed and submitted to the RLGC. Breaches shall apply if failure to comply with this requirement is not met.
20. To be classed as a QLD Cup or NSW Cup player you will have to have played three (3) games of that season (for *transfer clearance purposes between clubs*)

Club Management of the PPIS

1. Each participating club shall attribute a point's value to each player and submit the same point value at the time of registration of such player. It is the responsibility of the club and the player to ensure that the assessment sheet is properly completed and signed.

2. Not less than 7 days before round 1 of the new season, before each round, and before the finals series matches, clubs shall provide RLGC with documentation verifying the PPIS value of each player registered at their club, at that time.
3. All players, including 18/20s, need to be verified before the season starts.
4. Each player, whose name appears on any official match sheet for A-grade or reserve grade competitions, must have their individual points allocation recorded where indicated on the match sheet.
5. The subject team must have their total points allocation recorded where indicated on the relevant match sheet.
6. Any application for a reassessment of points must be in writing and addressed to the QRL Area Manager and marked, *Attention: Senior Male Participation Working Group*.
7. Any inquiry by any club regarding the points allocated to a player from another club must be addressed, in writing, to the QRL Area Manager and marked, *Attention: Senior Male Participation Chairperson*.
8. Any protest by a club regarding an opposition team exceeding their points allocation in a particular match must be addressed, in writing, to the QRL Area Manager and marked, *Attention: Senior Male Participation Chairperson*, and submitted before 5.00 pm on Wednesday immediately following the subject match.
9. Any Club, determined by the Senior Male Participation Chairperson, to have exceeded their total point allocation for any given match shall automatically lose all competition points received from such match.
10. Any club, determined by the QRL Area Manager and Senior Male Participation Chairpersons, to have exceeded their total points allocation for any given match shall automatically have all points scored by its team in such match deducted from such team's total points, otherwise scored to date (refer to point 9).

Definition of Club Junior

1. To be classed as a 'junior' you must have played 4 or more years with that club from U13 to U18 age groups (minimum of 1/3 of games played in that season).
2. Any player who has played with multiple junior clubs may qualify for local status with the club where most of their playing history resides from U13s.

Hostplus Cup Portability Exemptions

- A. Tweed Heads to allocate two (2) players from their top 14 contracted player list to each RLGC A-Grade club (except Burleigh) who do not count towards portability allocation
- B. A maximum of (4) four players in total can be ported from any *Hostplus Cup* team to a single *non-Hostplus Cup* RLGC club i.e., a total of four (4) players - not four (4) from each of the listed *Hostplus Cup* teams.
- C. A maximum of four (4) *Hostplus Cup* players are permitted to play in a competition match for an A-grade team.
- D. Any Tweed Heads or Burleigh Major Competitions contracted player who ports back to their RLGC Junior Club will not count as part of the maximum allowable players, as noted above in points B, and C.

Junior Player Age Eligibility

- When a player has been approved an **18-month or 15-month Registration Window** that player must stay in the lesser age group for the remainder of the season and is not eligible to play in his or her calendar age group in that same year.
- When a player has been approved an **18-month or 15-month Registration Window** they are not permitted to play Division 1 of the lesser age group.
- If the lesser age group does not make the finals, the player is still not eligible to play in

their calendar age group final should they make the finals.

- The *Junior Male Participation Working Group (JMPWG)* will monitor player statistics and, if the player awarded dispensation appears to be dominant in the lower age group, JMPWG reserves the right to remove the dispensation and revert that player to their calendar age group.
- Disputes must be lodged by the club executive only. Should a club member believe a player has been incorrectly afforded dispensation, the club executive (on behalf of the complainant) is to send a letter of concern to the JMPWG detailing the following:
 1. Name of player in question
 2. Name of the club in question
 3. His or her team
 4. His or her jersey number from the latest competition game.
- All concerns or issues related to the above must be lodged with the QRL Area Manager who will pass all details on to the Chairperson of the JMPWG for consideration.

Representative & Core Player Restrictions - U13 to U18

- **There must be 10 Core Players named.**
- Representative players are defined as Cyril Connell Cup players, Mal Meninga Cup players, Harvey Norman U17, and U19 girls who have played 1 or more games (appearing on the team sheet) in their respective QRL Statewide competitions. Extended squad members are not included as part of this category.
- Every player within each team in the Under 13 to 18s competitions will be classified as either a '**Core Player**' or '**Non-Core Player**' and are subject to the rules relating to the movement of players.
- Junior clubs (*Under 13 to Under 18*) are required to grade their players into teams based on skill level. The best and most skilled players must be allocated to the highest-graded team and the least skilled players to the lowest-graded team, within the same age group.
- Representative and Core Players are prohibited from playing in any Division 2 or 3 matches, irrespective of the age group. i.e., They must play in the highest division age group available at the Club where they are registered.
- Before the commencement of round 5 (Premiership Competition), clubs must complete their Core Player Register **Core Player Form** for each of its teams. This list must be submitted to the RLGC office for consideration immediately following the completion of round 4.
- This Register will be made available to Clubs via the RLGC website before the commencement of round 5. Player's names must only appear on one team list.
- Deliberate attempts to exclude players from the Core Player list to gain an advantage for lower divisions/grades are considered a serious breach of these rules. If a club is found to have signed on a Representative or Core Player in such a manner as described above, without prior approval where stated, the match will be deemed a forfeit in favour of the non-offending team and 50 points allocated accordingly (as per forfeits QRLSE Operations Manual).
- Players returning from injury or other special circumstances may seek approval from the QRL Area Manager to play in a lower division. Such applications must contain a medical certificate and a clearance to return to play.
- If a club has multiple teams in a single division of the same age group, players must remain in the team in which they played their *fifth* competition game. There will be no lateral movement of players between the teams after round 4.
 - Requests for lateral movement can only be given as a result of significant injury and must be submitted to the League for consideration and is at the discretion of the QRL Area Manager

Moving Between Age Groups (Junior Players)

On those occasions where there are insufficient players available, lower age group players may be used in the premiership fixtures and finals, but they must not play in a higher age-group graded competition.

- Core Players cannot play more than one division lower than the player's normal graded division in his age group.
 - For example, a player playing in the Under 13 Division 1 may play for his club in the Under 14 Division 1 and 2 grades but not under 14 Division 3.
- Non-core players cannot play more than two grades lower than the player's normal graded division in his age group.
 - For Example, a Non-Core player playing in the under-13 Division 1 may play for his club in the under-14 Division 1, 2, and 3 teams.
- Under 16 Core Players may play up in the U17 age group in a grade but no more than two grades below their normal grade in his age group. Under-16 Non-Core players can play in any under-17 age group competition.

Players Moving Between Grades (same age group)

- RLGC does not permit Core Players to play in any lower-graded team.
- Non-Core players listed on a higher-graded team's Player Grading Register are only permitted to play down in the next lowest-graded team within the same age group in their club.

Team Lists – Two Teams Nominated in Same Division 13's – 18's.

- If two teams are nominated in the same division in an age group, all players must be distributed evenly across both teams so one team does not clearly have an advantage over the other. Team lists from the preceding year can be utilised by RLGC to determine a fair and equitable split of players. Clubs who do not split teams evenly at the request of Junior Male Participation Working Group (JMPWG) may have the following imposed, *loss of competition points or withdrawal from competition.*

DMC Player Restrictions

- A player cannot play in a DLC and a DMC match on the same weekend, no matter which match is played first. This applies to players in the Tier 1 competition only.

Hostplus Cup (HPC) Player Restrictions

- If a HPC Club has a team on a bye, players cannot drop down to a lesser grade if their name appeared on the game sheet for the previous week.
 - If the previous week's game was washed out, postponed, or was a double bye round, etc, then the week prior's game sheet will be utilised to determine if the player's name was on the game sheet.

Player Sign-on for U6-U12

- Team managers are to report to the host club at least 30mins prior to the match commencement to compare online player cards with the printed match sheet and make any alterations. It is imperative that all changes to the team list and coaching/team staff is updated online prior to any game starting.

Player Sign-on for U13 to A Grade

- Players and team staff in the U13 to U18 Division 2 age groups competition must be sighted at the officials' registration table at least 30 minutes before the scheduled game time and before taking the field for the commencement of play.
- For U18 Division 1, players and team staff must present to the Game Day Manager at least

30 minutes before the scheduled game time and before taking the field for the commencement of play.

Player Transfers (Junior)

- No player classified as a Division 1 player in the previous season can transfer from RLGC teams to RLGC teams who were grand finalists in Division 1 in the previous year for U13 through to U16. Classification of Division 1 is having played most games in Division 1 in the previous year.
- Special Consideration outside of this rule is at the discretion of the Area Manager.

Game Times and Interchanges

Age Group	Game Duration	Interchanges	Players / team list
Mini League (Under 6 -9)	4 x 8-minute quarters, 1-minute break between quarters + 2-minute half time break	Unlimited	N/A
Mod League (Under 10-12)	2 x 20-minute halves, 5-minute half time break.	Unlimited	N/A
Junior International (U13-15)	2 x 30-minute halves, 10- minute half time break.	Div. 1 - 10 Interchanges Div. 2,3,4- Unlimited	19 players
Junior International (U16-18)	2 x 30-minute halves, 10- minute half time break.	Div 1 - 8 interchanges Div 2+- Unlimited	19 players
Junior Females (U13-17)	2 x 30-minute halves, 10- minute half time break.	Unlimited	19 players
Community Grade (DMC)	2 x 35-minute halves, 10- minute half time break.	Unlimited	19 players
Premier (U20)	2 x 35-minute halves, 10- minute half time break.	12 Interchanges	19 players
Premier Reserve Grade (DLC)	2 x 35-minute halves, 10- minute half time break.	12 Interchanges	19 players
Premier A-Grade	2 x 40-minute halves, 10- minute half time break.	8 Interchanges	17 players
Masters (Over 35's)	2 x 25-minute halves, 10- minute half time break.	Unlimited	N/A
Community Women's Reserve Grade Women's	2 x 30-minute halves, 10- minute half time break.	Unlimited	19 players
Premier Women's	2 x 35-minute halves, 10- minute half time break.	Unlimited	19 players

Time Off

- Under 20's Time Off - in **second half only**, indicated by referee for stoppages in play or for injuries.
- DMC- no time off permitted.
- DLC Time Off - in the **second half only**, indicated by the referee for stoppages in play or for injuries.
- A Grade Time Off – **whole game** as indicated by the referee for stoppages in play or for injuries.

Player Permits (Junior)

- A player permit will only be granted on the condition that the currently registered club of the participant is unable to offer the age group and/or division to the participant.
- Failure to achieve a transfer as part of [QRL rule 4.1.8](#) is not sufficient criteria for a permit to be granted and will not be approved. This rule only applies to transfers within QRL.
- Applications for permits will not be considered by the League until the end of February or such a time that team nominations have been finalised.

Player Uniform and Equipment (Junior and Senior)

- The design of the playing uniforms of all clubs affiliated with RLGC shall be registered with League on, or before, the 1st of January, each year
- Unless otherwise advised, all registered uniform designs must display the current QRL logo on jerseys and shorts and comply with current policies and direction of the QRL regarding advertising on uniforms
- RLGC shall refuse any proposed club uniform design that does not comply with QRL or Region rules or is not distinctive from other registered designs
- No political slogans are permitted on playing jerseys
- No club shall allow its registered players to compete in a sanctioned game unless a uniform is worn complying with the provisions outlined. Match officials may refuse to allow a player to take part in a match if not wearing the full registered uniform of RLGC or club
- All affiliated clubs must acknowledge the intellectual property rights of the QRL and shall not use this intellectual property without the authority of the QRL
- A player may wear compression garments conditional upon:
 - The length of the garment must not extend below the elbow or knee of the player, outside the neck of the jersey, or the length of the playing socks.
 - Full-length compression garments are not permitted unless prior approval has been obtained through the QRL Area Manager.
- All visible body jewellery shall be removed, and any non-visible jewellery must be taped before the commencement of the match.
 - Players with beads in their hair must remove them or wear headgear to cover them
- All rules addressing players and players' equipment are stipulated by the NRL Laws of the Game, International (13s+). The link to this can be found in Part 1 Governance and Administration of the QRLSE Operations Manual or by clicking [here](#)

Player Levies

Competition	Levy
6-12 YRS	\$24.82
Male 13-18 YRS	\$24.82
Male Adult	\$39.80
Female 13-18 YRS	\$13.59
Senior Female	\$21.08

N.B. De-registration requests are to be emailed to RLGC (admin@rlgc.com.au) and will not be accepted after the 30th of June.

- **Any Club found to be playing an ineligible or unregistered player shall:**
 - Lose the match and will not receive 1 point for the loss and be deducted three (3) points on the competition ladder.
 - Receive no points 'for' but retain the points scored against
 - The offending team/club (if in breach more than once) will be fined \$200 (Junior) & \$300 (Senior) for each offending player
 - The non-offending will not receive three (3) competition points (if the game was lost on the scoreboard) but will retain points scored for and nil against
 - Any person including without limitation Coaches, Managers, Parents or Club Officials found to be complicit in the falsifying information or found guilty of knowingly playing an eligible player/swill be subject to sanctions imposed via the Disciplinary Tribunal process and may face penalties of suspension of up to five (5) years, removal of accreditation, removal from team, and fines.

- **Late Forfeit Fees (GST Free)**

- **Juniors**

- League must be notified before 8 pm Thursday
- 50% of the fine will be forwarded to the non-forfeiting club. If the home club forfeits, RLGC retains the full amount of the fine

Age Group	Fine
Under 6 to Under 14	\$500
Under 15 to Under 18	\$500
Forfeited on Game Day	\$1000

- **Seniors**

- 50% of the specified fine forwarded to the non-forfeiting club

Circumstance	Fine
League notified by 8 pm Thursday	\$500
League notified after 8 pm Thursday	\$700
Forfeited on game day	\$1500

- **Late Notice of forfeits (post-Thursday 8:00 pm)**

- o Should a team forfeit on more than two (2) occasions during a football year, RLGC reserves the right to ask the club to *show cause* as to why it should not receive sanctions, including removing that team from the competition and/or fines.
- o If a forfeit occurs at a ground on game day, the referee will summon both teams to take the field. If at the advertised time of kick-off, one team has not taken to the field, a further ten (10) minutes shall be taken and if after this time there is still no appearance, the offending team will forfeit the match and late forfeit conditions may apply.

- **Fines for Financial Non-Compliance**

- \$500 fine will be invoiced at the end of the financial year for clubs that have not submitted quarterly financial reports during that year. Any club that has not submitted its Annual Financial Report (Auditors Report) by the due date will be invoiced a \$1500 non-compliance fine on the 1st of December

Invoices/AGM Voting

- Invoices must be paid within 30 days of issue
- If an invoice becomes overdue, RLGC will use reasonable endeavours to work with the club to resolve the payment issues, including (for example) exploring payment plan options
- If, after 45 days, matters relating to the overdue invoice have not been resolved, RLGC reserves the right to withdraw the club from the competition until a resolution is found.
- EOY financials will be due the Friday before RLGC AGM, the 25th of November 2024. If financials are not submitted by this date, RLGC reserves the right to exercise the following powers (without limitation):
 - Suspend a club's right to attend and vote at the RLGC AGM
 - Reject a club's request for a pre-season trial to be played or suspend a club's right to participate in grading rounds
 - Terminate a club as a member of RLGC or revoke its affiliation with the Club

Finance Variance

RLGC reserves the right to request information/invoices and delivery information from any/all vendors concerning purchases made by Clubs. A club's failure to comply will lead to an indefinite suspension of their affiliation and/or the club's leadership/executive. Any variance above \$1000 value in stock (cost stock) or cash will result in an immediate audit of the affiliate. This audit will be coordinated by RLGC, but an independent auditor or QRL-supplied auditor will carry out the audit. This expense will be paid for by the affiliate.

Admission Prices

JUNIOR COMPETITION (U6-U18)	
JUNIOR FINALS WILL ATTRACT ADMISSION FEES FOR ALL PATRONS OVER 17 YEARS OF AGE	
Junior Competition (U6-U18 Div 2) Regular Home and Away Season (See notes below re U18 Div 1}	Nil (\$0)
Junior Competition Finals Series (u13 - U18) - Minor/Major/Preliminary Finals	\$6 Adults \$5 Pensioners
Junior Competition Finals (u13 - U16) - Grand Final	Jimboomba
Junior Development Competition Play-Offs (U13 & U14 Divisions 2 & 3}	\$5 Adults
SENIOR COMPETITION (INCLUDING U18 DIV 1)	
SENIOR FINALS WILL ATTRACT ADMISSION FEES FOR ALL PATRONS OVER 17 YEARS OF AGE	
Senior Competition (including U18Div 1/U20/DLC Reserve/A GRADE) Regular Home and Away Season	\$7 Adults
Senior Competition Final Series (U18/U20/DLC Reserve/A GRADE) Minor/Major/Preliminary Finals	\$8 Adults \$6 Pensioners

N.B

- All U18 players and team staff whose names appear on the game sheet for that competition round will be allowed entry to that game without charge.
- A copy of the relevant U18 Division 1 game sheet is to be made available at the entry point for the ground.
- Spectators for U18 games on Senior Game Days will be required to pay the admission fee.

- QRL/SEO/RLGC passes shall be recognised by all clubs during competition rounds with entry subject to the terms and conditions printed on the passes

Hosting Fees *(all fees include GST)*

Junior Carnivals {U6-U12 inclusive} & U13/14 Division 2 & Division 3 Final Days		\$300
Junior: (incl. U18 Division 2)	<i>Minor Semi-Final</i>	\$1500
	<i>Major Semi-Final</i>	\$1500
	<i>Preliminary Final</i>	\$1500
Senior	<i>Minor I Elimination Semi-Final</i>	\$2500
	<i>Major Semi-Final</i>	\$2500
	<i>Preliminary Final</i>	\$2500
DMC	<i>Minor Semi Final</i>	\$750
	<i>Major Semi-Final</i>	\$750
	<i>Grand Final</i>	\$750
Junior	<i>Grand Final</i>	\$1500
Senior	<i>Grand Final</i>	N/A

Prize Money (Seniors)

	WINNER	RUNNER UP
A Grade	\$6000	\$1500
DLC Reserve Grade	TBC	TBC
U20	TBC	TBC
DMC	TBC	TBC

Junior Club Championship Points

JUNIOR COMPETITION DIVISION 2 & 3		JUNIOR COMPETITION DIVISION 1	
Points for Win	3	Points for Win	5
Points for Draw	2	Points for Draw	3
Points for Bye	3	Points for Bye	5
Points for Loss	1	Points for Loss	1
Points for Loss by Forfeit	-3	Points for Loss by Forfeit	-5
Points for Win by Forfeit	3	Points for Win by Forfeit	5

Club championship points will be allocated for competition games only and will exclude all finals series. Club Championship points are formulated as follows:

N.B. To be considered for the club championship your club must field eight (8) teams in the U13 -U18 RLGC Junior Competition.

- PEP infringements concerning game forfeits will be considered
- Club Championship totals are achieved by adding the total points for each club after the last competition round, then dividing the figure by the number of teams a club is fielding in the competition age groups
- Composite teams:
 - If a club fields a composite team, that team will be included in the total team count for both clubs
 - The composite team's total club championship points will be divided evenly between the two composite clubs.

Senior Club Championship Points

Club championship points will be allocated for competition games only and will exclude all finals series.

Club championship points for a Football Year shall be calculated as follows:

- Team A Grade competition points totalled and multiplied by three (3) (the A Grade total)
- Team Reserve Grade competition points totalled and multiplied by two (2) (the Reserve Grade total)
- Team U20 competition points totalled (the U20 total)

The Second Division competition is not usually included in the club championship, however, if it is, the League can exercise discretion as to how the competition points will be totalled. The A-Grade total, Reserve Grade total, and U20 total reached under the above shall be added to reach the club championship points for each club, and the club with the highest total shall be awarded the club championship.

Finals Format

- a) After the home and away season, to conduct finals, teams are ranked according to their finishing position
- b) The team leading in points at the end of the competition rounds shall be considered the Minor Premiers
- c) There will be no play-off match to determine team qualification
- d) The ladder position of teams for finals will be determined by the competition points that have accumulated throughout the competition season
- e) If teams are on equal points the order will be determined by:
 - Points differential (for and against)
 - If still equal, the team who scored the greatest number of tries

The teams will meet in the Semi-Finals and Finals as follows:

FIVE TEAM FORMATS		FOUR TEAM FORMATS	
Week1		Week1	
Game 1: SAT - Elimination Final	4v5	Game 1- Minor Semi Final	3v4
Game 2: SUN - Qualifying Semi Final	2v3	Week2	
Week2		Game 2 - Major Semi Final	1v2
Game 3: SAT- Mini Semi Final	G2 Loser v G1 Winner	Week3	
Game 4: SUN - Major Semi Final	1 v G2 Winner	Game 3 - Preliminary Final	G2 loser v G1 Winner
Week3		Week4	
Game 5: SUN - Preliminary Final	G4 Loser v G3 Winner	Grand Final	G2 Winner v G3
Week4			
Grand Final: SUN	G4 Winner v GS Winner		

Blue Cards

RLGC requires all RLGC executive members, RLGC employees, club executives, committee members, club coaches (all levels), managers, sports trainers (all levels), League Safes, and persons over 18 years of age who are directly involved with persons under the age of 18 years of age to hold a current Blue Card.

All clubs must keep a current and ongoing register of their coach and volunteer members' Blue Card numbers and expiry dates. Blue Card numbers must be recorded on each member's profile on the National Database. All Blue Card applicants or cardholders must be linked to their current club/organisation.

Web-page links to Blue Card applications:

[Blue Card Application Form](#)

[Blue Card Linking Form](#)